Match Racer™

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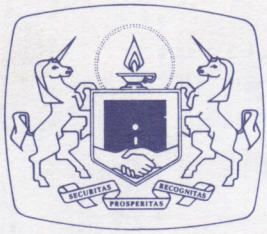

The Software Guild

SYSTEM REQUIREMENTS

Atari® 400/800 • 16K
Cassette Player • Joystick • Color Monitor

PACKAGE CONTENTS

Match Racer Cassette
Instruction Booklet
Warranty Card

OVERVIEW

You are a pro race car driver zooming down the course. Can you navigate around hazardous obstacles and still stay on the course? Match Racer is a fast action game that tests your agility and reactions—to the limit. See how many miles you can rack up without mishap. Then challenge a friend to stay on the course with you!

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your Atari 400/800 computer.

Handle your cassettes gently, being careful not to touch the tape itself. Always keep them in their special cases while not in use.

Do not press [BREAK] while the program is running.

Do not try to make a copy of this cassette. If during normal use something goes wrong with your cassette, please refer to the Warranty Message section of this manual.

KEYBOARD CONTROLS

[SELECT]	chooses number of players
[OPTION]	determines skill level
[START]	begins the game or restarts the game
[BREAK]	pauses game action; press again to continue

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Edited by the Software Guild, Inc.

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GETTING STARTED

To get started with Match Racer, simply follow these steps (this is called "booting"):

1. Make sure that the power switch on the middle right side of the computer is in the off position. Turn on your monitor.

2. Insert the program cassette into your cassette player and close the door.

3. Press the "rewind" button to completely rewind the tape. (The tape will stop automatically.)

4. Press the "play" button on your cassette player.

5. While holding the [START] key on your computer down, turn the power on.

6. After hearing a beep, press the [RETURN] key to begin the loading process.

7. Wait until the game loads. This will take a few moments so be patient.

The Match Racer title page will now appear on the screen. If, instead, the BOOT ERROR message appears you may have inserted the cassette incorrectly. Try repeating the above instructions.

HOW TO PLAY MATCH RACER

Once the cassette has been "booted," press [SELECT] to indicate whether one or two people will play. If one person plays, use Joystick 1. Only one odometer will show on the display. If two people play, Joystick 1 will control the gold car, and the left odometer will record the car's mileage. Joystick 2 will control the blue car and the right odometer will record the mileage.

Press the [OPTION] button to select your skill level. There are four levels to choose from. Then press [START] to begin the game. It will clear the odometer(s) and place the car(s) in their starting positions.

The Match Race track has many hazards you must avoid. You can drive on the brick sidelines, through oil slicks and puddles, but be prepared for an occasional loss of control. If you crash into highway dividers, trees, guard rails or other objects along the course, your car will be disabled for a short while.

Match Racer begins with 3 cars if one person plays and 5 cars if two people play. Driver Training is the starting level. After 5 miles your speed will increase to Novice Level, and after 15 you'll move up to Expert Level. You will reach Freeway Level after you have driven 45 miles. The game ends when all of your cars are destroyed. If the other player's cars are all destroyed, you will automatically move up to the next speed level.

GOOD LUCK!

Match Racer is one of many fine games carried in the Softsmith library. Consult your local dealer for a complete catalog and demonstration.

WARRANTY MESSAGE

Please take a moment to complete and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged cassettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact The Software Guild Service Department, toll free, at 1 (800) 341-4000.

Given normal use, it should not be possible to damage your cassette. However, should your cassette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your cassette promptly, per warranty provisions.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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